

MIT INTRAMURALS

3 VS 3 BASKETBALL TOURNAMENT RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

IM participants may only compete on one team in each league per sport.

Varsity basketball players are not eligible to participate in IM basketball.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to all leagues in the basketball tournament. See 'Number of Players' section for how many t-shirts will be awarded.

A – Open to men and women with no male-to-female ratios. Experienced players who may have been playing together for some time

B – Open to men and women with no male-to-female ratios. Majority of team has played the sport but not necessarily on a formal team

C – Open to men and women with no male-to-female ratios. A casual league for those who have never played or wish to play leisurely

Co-Rec – An intermediate level league that has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Game Play

-Games will consist of two 12-minute halves, with no more than 3 minutes for half time.

-The clock will not stop except for the last two minutes of both halves.

-It is the responsibility of one player on the sideline to keep the time and give periodic updates.

-A player on the sideline should keep score from the sideline. Scoring is in units of 2 and 3s.

-The team that initially puts the ball into play will be determined by a coin toss or rock-paper-scissors.

-After team A scores, team B shall get possession at the top of the 3 point line.

-The person checking the ball needs to pass the ball in (he/she cannot just shoot it or dribble it in).

-The ball shall be cleared (both feet and ball) behind the 3 point line on any change of possession (ex: steals, air balls).

-Time permitting, overtime will be a single period of 3-minutes with time stoppage in the last minute; if the score is still tied, the game will be declared a tie.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times.

-IM Basketball games are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the **WINNING** team's captain to record the score at the tournament table immediately following the game.

Injuries

- All IM Basketball games will take place in the Z Center. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Number of Players

- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- All players must register on IMLeagues.com before playing in a game.
- Each team on the field shall consist of 3 players. A team must have a minimum of 3 players to start a game. A maximum of 6 championship t-shirts will be awarded per team.

Uniforms

- Teams should come with 2 sets of shirts; a white/light set and a dark set.
- There will be pinnies available for one of the teams to wear if people do not come wearing matching colors
- All jewelry and watches need to be taken off.

Time-Outs

- There will be no timeouts for this tournament.

Equipment

- Teams are encouraged to bring their own ball. If no one has a ball, one can be borrowed from the Z Center Vassar Desk in exchange for an ID card.

Fouls and Violations

- Teams in games without a referee have to call their own fouls.
 - The two captains are the ultimate arbiters of all fouls and violations. It is their responsibility to agree on the enforcement of fouls and violations.
- There are no foul shots in unrefereed game, all fouls result in the ball being checked at the top of the 3-point line. Except for any foul in the last 2 minutes of each half, which will be considered shooting foul and 2 free throws will be awarded.
- Dunking is not allowed in any leagues.
- Substitutions can only occur on a dead ball.
 - A made basket is not a dead ball.
 - The player must notify the other team of his or her substitution into the game.
- In general, IM Basketball follows NCAA Basketball regulations, except when a rule is explicitly explained above. A complete set of rules is available at this link: <http://www.ncaapublications.com/productdownloads/BR15.pdf>

Please direct all requests for clarification of rules or policies to the league manager.